

Topic	Knowledge
Students should know all the work covered in Key Stage 3, as well as the new content covered in Years 10 and 11	
Dimensions	I can find the areas of rectangles and triangles
	I can find the areas of kites, parallelograms & trapezia
	I can find the area of circles and sectors
	I can solve problems with area and perimeter
	I know the properties and names of 3 dimensional solids
	I can find the volume of a cuboid
	I can find the surface area of a cuboid
	I can find the volume of prisms and pyramids
	I can find the volume of cylinders and cones
	I can find the volume of a sphere
	I can solve problems with surface area and volume
Units	I can convert Imperial Units
	I can convert between metric and imperial units
	I can convert units of weight and capacity
	I can convert between different units of area/volume
	I can convert between Speed Distance Time
	I can convert Force Pressure and Area.
	I can convert Mass Density and Volume.
	I can find lower and upper bound.
Congruence & Similarity	I can identify congruence (SSS, SAS, RHS, ASA).
	I can label angles and sides in a triangle appropriately and prove congruence.
	I can calculate lengths in similar triangles.
	I can calculate lengths in similar shapes
	I can use scale factors to calculate areas and volumes
	I can express scale factors in ratio notation
	I can problem solve with similarity and unknowns
Pythagoras Theorem and Trigonometry	I can calculate the area of a square
	I can find the length of the sides of a square given the area
	I understand the relationship between squaring a number and finding a square root
	I can identify the hypotenuse in a right-angled triangle
	I can use Pythagoras' theorem to describe the relationship between the sides in a right-angled triangle
	I can recall the formula for Pythagoras theorem
	I can find the hypotenuse of a right-angled triangle given the length of the other two sides
	I can apply Pythagoras theorem to a range of non-routine problems, including finding the distance between two points on a set of axes
	I can apply Pythagoras theorem to problems in 3 dimensional objects, such as cuboids and pyramids
	I can identify the opposite and adjacent sides in a right-angled triangle where a second angle has been labelled
	I can relate pairs of sides to the trigonometric ratios' sine, cosine and tangent
	I can calculate an angle in a right-angled triangle given two sides

	I can calculate a side described in the numerator of a ratio given an angle and another side
	I can use trigonometry to calculate missing sides and angles in some more non-routine problems
	I can use trigonometry to calculate missing sides and angles in 3 dimensional objects, such as cuboids and pyramids
	I can derive exact values for sine, cosine and tangent of 0° , 30° , 45° , 60° , 90°
	I can use exact values for sine, cosine and tangent of 0° , 30° , 45° , 60° , 90°
Representing and Analysing Data	I can calculate the mean, median, mode and range of various sets of data
	I can construct a bar chart
	I can construct and interpret a pie chart
	I can calculate mean from a frequency table
	I can calculate mean from a grouped frequency table
	I can construct a frequency polygon
	I can construct a histogram
	I can Interpret a histogram
	I can draw a cumulative frequency diagram
	I can interpret a cumulative frequency diagram
	I can label a box plot
	I can interpret a box plot
	I can use appropriate methods to analyse data
Quadratics	I understand the difference between an equation, expression, identity and Formulae
	I can expand two brackets (two binomials)
	I can expand three brackets
	I can factorise a quadratic expression where the coefficient of x is 1
	I can factorise a quadratic expression where the coefficient of $x \neq 1$
	I can solve quadratics by factorisation
	I can solve a quadratic equation using a formula.
	I can find solutions of quadratic equations using a graph
	I can complete the square
	I can solve quadratic equations by completing the square
	I can find the turning point of a quadratic function by completing the square
	I can sketch a quadratic curve, showing where it crosses the axes and its turning point
Real Life Graphs	I can draw a linear graph from its equation
	I can find the equation of a line from its graph and write it on the form $y = mx + c$
	I can draw a quadratic graph from its equation
	I can identify roots and turning points of a quadratic graph
	I can draw a graph of a cubic function
	I can draw an exponential graph
	I can represent a journey on a distance-time graph
	I can calculate the gradient of a distance time graph and interpret this as the speed of a moving object
	I can use a conversion graph to convert one unit to another
	I can calculate the gradient of a conversion graph and interpret this as a rate

	I can calculate the gradient of a velocity-time graph and interpret this as acceleration
Inequalities	I can use and understand inequality symbols
	I can list the integer values that satisfy an inequality
	I can represent an inequality on a number line
	I can solve inequalities
	I can solve inequalities with brackets
	I can solve inequalities with negatives
	I can show inequalities on a graph
	I can find the region that satisfies given inequalities
Circle Theorems	I can identify and use angles at the center are twice the angle at the circumference
	I can identify and use angles in a cyclic quadrilateral
	I can identify and use angles in a semi-circle
	I can identify and use angles in the same segment
	I can identify and use perpendicular bisectors of chords
	I can identify and use radius is perpendicular to a tangent
	I can identify and use tangents from a given point
Iterations	I can substitute a value into a formula
	I can rearrange a formula to make x the subject
	I can create my own iterative formula
	I can use x_{n+1} to calculate the next solution
	I can use x_{n+1} to calculate the solution to up to 5 decimal places
Vectors	I can write a vector as a column vector
	I can translate a shape using a column vector
	I can sum vectors
	I can use vectors to write a new vector
	I can show when two vectors are parallel
	I can describe perpendicular vectors